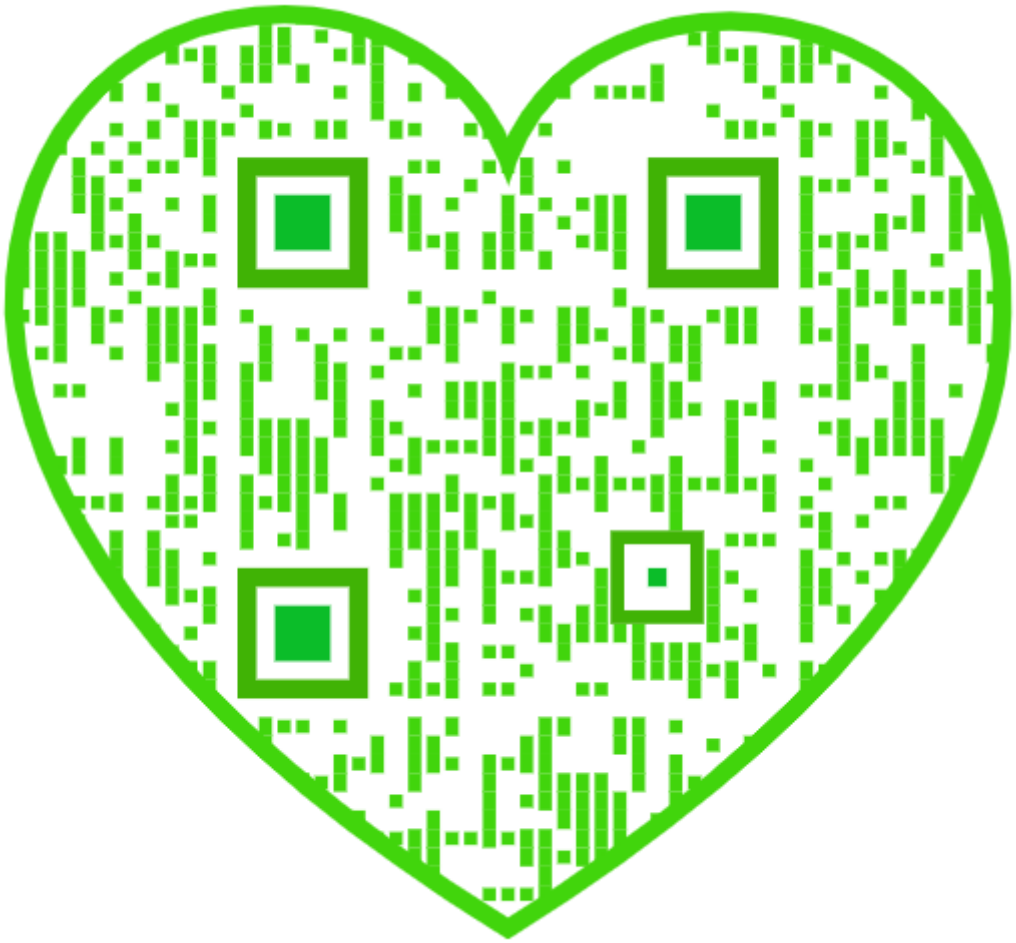
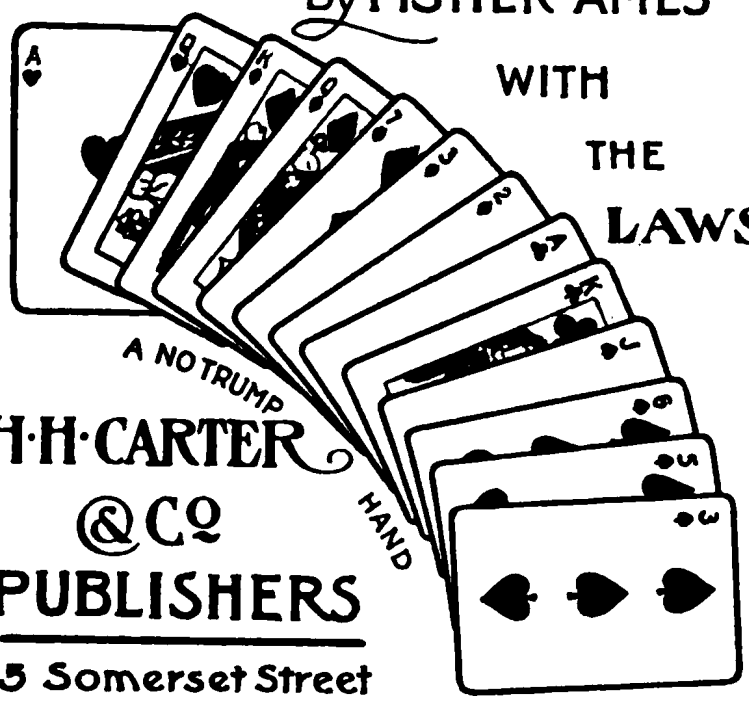


BRIDGE WHIST

IN BRIEF

By FISHER AMES

WITH THE LAWS



A NO TRUMP HAND

H·H·CARTER & CO
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BRIDGE WHIST

IN BRIEF

By FISHER AMES

Bridge whist resembles dummy whist, but the opportunities for the exercise of skill and good judgment are greatly enlarged by the making of the trump, and the variations of chance vastly increased by the ingenious contrivance of the scores.

THE FORM

The game is played by two partners against another two, as determined by agreement, or by cutting; the two lower playing against the two higher cuts. The ace is low in cutting. The lowest deals.

The cards are dealt as at whist, but the last card is not turned. There is no loss of the deal by a misdeal.

The dealer declares the trump suit,—or no trump,—or, if he does not wish to

make the trump, he passes it over to his partner, (who is called dummy) and dummy must then make it. They cannot consult about the make, and if the wrong one makes the trump, or suggests a make, the other side may claim a new deal.

The trump suit fixes the value of the tricks taken, (above six,) as shown in the table below.

The game is thirty points made by tricks. If more than that are made, they are all counted on the score.

A score is also kept of honor points, as shown in the score table. The honors are the ace, king, queen, jack and ten.

A rubber (best two in three games) is always played. The winners of the rubber add 100 to their honor points. At the end of the rubber the game and honor points made by each side are added together, the losers' points deducted from the winners' points and the difference is the number of points won—or lost—by each player.

The following tables show the values of the game and honor points.

GAME POINTS

When the trump is a	♠	♣	♦	♥
Each trick taken(above six) counts	2	4	6	8
When no trump is declared				
Each trick taken(above six) counts				12

HONOR POINTS

When the trump is a	♠	♣	♦	♥
Three honors ("simple honors")count value of two tricks . . .	4	8	12	16
Four honors in 2 hands equal 4 tricks . . .	8	16	24	32
Five honors in 2 hands equal 5 tricks . . .	10	20	30	40
Four honors in 1 hand equal 8 tricks . . .	16	32	48	64
Four honors in 1 hand 5th in partner's . .	18	36	54	72

	♠	♣	♦	♥
Five honors in 1 hand equal 10 tricks . .	20	40	60	80
When no trump is declared				
Three aces count . .				30
Four aces in 2 hands count				40
Four aces in 1 hand count.				100
Little Slam (12 tricks) with any trump adds				20
Grand Slam (13 tricks) with any trump adds				40
Chicane—no trump in one hand—adds according to the trump suit	4	8	12	16
Double Chicane — no trump in either partner's hand—adds .	8	16	24	32
Winning the rubber adds 100				

In case of a revoke three tricks are to be transferred from the revokers' to the other

side. The revoking side cannot win game, nor score grand or little slam on that deal.

DOUBLING

When the trump, or no trump, has been declared, the player on the dealer's left, (who is called the leader)—may double the value of the tricks. If he does not wish to do so, he must ask his partner, (who is called pone)—"Shall I lead?" (or "play") If pone wishes to double, he may then do so; if not, he replies "Yes," or "If you please," to the leader's question. If the leader or pone doubles, the dealer or dummy, (whichever made the trump having the first right,) may redouble, and so on, until one side or the other is satisfied.

Each double doubles the trick values in geometrical progression, thus: Hearts, 8, 16, 32, 64, 128 and so on. In some clubs doubling is limited to 100, or other number.

The doubling applies only to the trick values and not to the honor points.

The scores are kept in two columns,

headed, respectively, We and You, or N & S, and E & W, or by other distinguishing signs. The following form is used in some cases.

WE		YOU	
Game	Honors	Game	Honors
8	16		
		12	24
20	8		
		16	12
24	30		
		18	30
12	16		
4	8		
		8	4
8	12		
		24	40
24	12		
		8	6
4	8		
		18	24
36	40		
140	150	104	140
150		140	
100		—	
—		244	
390			
244			
—			
146			

THE MAKE

After the cards are dealt, the first and most important step in the game is the election by the dealer of the trump suit, or no trump. More depends upon this than upon the play, and a good make requires a degree of skill and judgment which can only be acquired from experience and not from books. A few general rules and hints may however be useful.

The first object is to make points on the game score. The honor points, although important, are secondary to the game.

At love all the dealer should endeavor to secure as many points as possible on the game. Less than six points do not give any material advantage, and he should aim at that number and as many more as possible. At other stages of the game the make must depend largely on the score. The dealer must keep in mind the number of points needed (and of course the number of tricks required,) to win or save the game, and must then make the trumps or pass the make, according to the character of

his hand. He can usually expect two or three tricks in dummy's hand, according to his own strength or weakness. If well ahead in the score a conservative make is advisable; if far behind some risk may have to be taken. Thus with the score 0 to 28 against him, and an evenly divided hand, without great strength in hearts, he may make it no trump, as a desperate chance, for unless he can go out on this deal, it is practically certain that the other side will make game on the next deal. A purely speculative make may be doubled with disastrous result, but if it is the only chance it may have to be taken. On the other hand, if far ahead, a speculative make might be doubled by the other side, and the result be to put them in as good a position while a safe make, even of a black suit, might secure the dealer the game. He must carefully weigh the chances and do the best he can for his side with what material he has.

He must not forget the honor score, and when he holds such honors as will mater-

ially increase his total score in one make, even though another make might yield more on the game score, he should make for the larger total score, provided nothing is risked on the game.

The most profitable make is usually no trump, and, at love-all, it is usually so declared on the following holdings:

Four aces. Dummy may be relied upon for three tricks and, if he has one great suit, possibly more; and the four aces count 100 on the honor score. With four aces no trump should be declared at any stage of the game.

Three aces. There is a reasonable chance that dummy may have a re-entry card in the fourth suit.

Two aces with sure re-entry in the other suits. If the score is behind, no trump may be declared with two aces and one other protected suit.

One ace, with sure re-entry in the other suits, or in two suits if the score is adverse. But if with two aces, or one ace and protection in the other suits, a long and

strong heart suit is held, especially with three honors, the heart make would be better.

If the score is adverse, no trump may be declared on an evenly divided hand with every suit protected; but if the score is in your favor, pass it to partner.

Hearts may be declared with holdings as good as the following :—

Six, with one honor and an honor in another suit protected.

Five, with two honors and one protected suit.

Five, with one honor and two protected suits, especially if one suit is established or nearly so.

Four with three honors and one protected suit.

Four with two honors and two protected suits.

Four honors. If there is also a suit protected, so much the better.

At desperate stages of the score hearts may be declared with somewhat less strength, but only as a last chance.

Diamonds are not considered a good

make at any stage of the game, unless they ensure a decided advantage on the score. They should not be made on speculation. But, with holdings as good as the following, diamonds may be declared.

Six, with one honor and one protected suit, especially if it is established or nearly so.

Five, with two honors and two protected suits.

Four, with three honors and two protected suits, or one established black suit.

Four honors, with one protected suit. If the honors do not include the ace, pass the make if ahead on the score.

When it is a question between diamonds and no trump, as may happen, the no trump make is usually preferable; but the honors must be carefully considered.

A black suit should not be declared by the dealer at any stage of the game, unless it insures winning or saving the game. If his hand is worthless, he had better pass the make, unless dummy is a very poor player.

DUMMY MAKES

When dummy must make the trump, he knows that the dealer cannot declare a red suit, or no trump. Bearing this fact in mind, and also the state of the score, and that his hand is to be led through and exposed, dummy must do the best he can with his hand. He should not rely on more than two tricks from the dealer. He should generally follow the rules above given; but, if he does not see any chance to score, he should make it spades for safety. He should not declare clubs for safety; but only when he thinks they will ensure an advance on the game score.

DOUBLING

If the leader, or pone, thinks he can see the odd card with or without help from his partner, he should double; but he should not do so on a chance merely. If the score is much against him and the odd card would save the game, some risk may be taken.

If dummy declares spades and the leader

is not strong in that suit, he had better pass the double over to his partner; but generally the spade make may be doubled when the gain if made would do more good than the loss would harm, especially if the make appears to be for safety, as is often the case.

Doubling discloses where the strength is, and to that extent is disadvantageous.

Redoubling should be very cautiously indulged in. It is apt to be reckless on one side or the other.

If the odd card at the double would give the dealer the game, he should not redouble, unless on a certainty.

Beginners had better refrain from doubling and especially from redoubling.

THE PLAY

When the doubling has been declined, or is concluded, the leader makes the opening lead. Then (and not until then) dummy must lay down his hand face up. The hand must be played by the dealer and dummy must take no part in the play

either by word or act, except that if his partner renounces, he may ask him if he has none of the suit led.

The dealer has a very great advantage in seeing and playing both hands, but as the deal passes around in turn the advantage is equalized.

Among the things to be remembered and attempted by the dealer are the following :

1. The state of the score.
2. To extract the adversaries' trumps, if strong enough.
3. To secure tenace positions by judicious finesses.
4. To be able to place the lead in either hand as desired as often as possible.
5. To unblock in either hand so as to bring in long suits.
6. To gain and keep command of adversaries' suits.
7. To use the trumps in the weak hand for ruffing.
8. To get advantageous discards and to force disadvantageous discards from the other side.

And generally to combine the advantages of the two hands and make the best of all the opportunities.

He should give no information by his play and should false card from his own hand whenever it may deceive the adversaries.

The leader and his partner should generally play their hands on whist principles, co-operating to the best of their ability, but not using the number showing leads unless in the case of a no trump make.

The opening lead should usually be from the best long suit, especially if established, or nearly established. It is usually an advantage to win the first trick, because dummy's hand may then suggest some particular line of play.

The usual leads from long suits are as follows:

From ace, king, etc., lead king.

From ace, queen, jack, etc., (a bad suit to open, but if opened) lead ace, then queen. At no trump, lead queen first.

From ace and four or five low, lead ace on a red suit make; otherwise lead fourth best. With more than six in suit lead ace.

From king, queen, etc., lead king.

From king, jack, ten, etc., lead ten.

From queen, jack, ten, etc., lead queen.

From jack, ten, nine, etc., lead jack.

From other combinations, lead the lowest of the cards held in the suit on a suit make, fourth best on a no trump make.

If the best long suit is of only four cards with but one honor, a supporting lead of a high card from a weak suit is usually preferable, as in the following cases; lead the highest from any of the following combinations: queen, jack, x;–jack,–ten, x;–ten, nine, x;–queen, jack,–jack, ten,–ten, nine,–jack, x;–ten, x,– or either of these cards alone. A singleton lead is proper on a suit make by the other side, because if a trump can be saved in ruffing, so much the better; but there is usually some risk in the lead.

If dummy names a red trump it is usually well to lead through it, especially if

pone doubled ; but not up to the dealer if he made a red trump. If dummy declares no trump, it is generally well to lead a heart.

If pone doubled a no trump make, lead your best heart. Some players in pone's position do not double a no trump unless they hold the ace of hearts.

At no trump a more backward game is played, the object being to keep the command of the suits as long as possible consistently with safety. But, on a red suit make, it is generally best to make your winners early and to get in what ruffs you can.

Lead through strength and up to weakness. But do not lead through a sequence. Dummy's hand will often suggest some departure from the ordinary rules.

Return partner's suit before showing your own, unless it appears that he has led a poor long suit and you have one that is established or within one round of being established.

Return the higher of any two, the

lowest of any three or more remaining in your hand of partner's long suit, except that, if you hold the ace, generally return that. At no trump however, the ace is sometimes held up to advantage.

At second and third hand the play is much the same as at whist, except so far as it may be modified by the trump make and dummy's hand. With king or queen guarded it is usually well to save it at second hand if you can. If dummy can beat anything you hold, play low. But with high cards in sequence generally play one of the sequence.

Forcing adverse trump strength is advisable, and on a trump make by the other side it is usually well to give partner a chance to ruff, if you can.

The discard is more important in bridge than in whist usually, and it is desirable that partners should use the same system. The best general rule is, when the adversaries have made no trump, or a red trump, discard first from your best protected suit; but on a spade make, or if partner doubled

their make, discard first from your weakest suit. Subsequent discards must be according to the hand and dummy's cards. Try to keep guards to possible re-entry cards, and if partner is evidently protecting one suit, try and protect another if possible.

With one game to the good, the play of the second game is sometimes speculative, but careful play pays at all times.

THREE HAND BRIDGE

Three persons can play bridge, as follows: We will call them A, B and C, and the absent fourth person, X. Each is dealer in turn and plays with X as the dummy, the other two being partners. This can be arranged either by changing seats, or by dealing the dummy's cards on the corner or side of table between the two adversaries. If the dealer cannot make the trump, he may pass the deal to the next player, or he may make the trump from dummy's hand, in which case, if dummy has three aces, no trump must be declared; if dummy has not three aces, the trump

must be his longest suit, (or best of two or more equally long ones). Only the leader can double, and if the dealer has seen X's cards he cannot redouble.

A score is kept of each of the three players and may be of trick and honor points only, or of games or rubbers. If only games are played fifty points are added for winning the game; if a rubber is played the usual 100 points are added for winning the rubber.

Do not forget the score.

Play deliberately; but do not hesitate.

Do not talk about your hand or the play during the game.

THE LAWS OF BRIDGE

Published by courtesy of Charles Scribner's Sons, Publishers of Elwell's Works on Bridge.

THE RUBBER

1. The rubber is the best (two) of three games. If the first two games be won by the same partners, the third game is not played.

SCORING

2. A game consists of thirty points obtained by tricks alone, exclusive of any points counted for honors, chicane, or slam.

3. Every deal is played out and any points in excess of the thirty points necessary for the game are counted.

4. Each trick above six counts two points when spades are trumps, four points when clubs are trumps, six points when diamonds

are trumps, eight points when hearts are trumps, and twelve points when there are no trumps.

5. Honors are ace, king, queen, knave and ten of trump suit, or the aces when no trump is declared.

6. Honors are credited to the original holders and are valued as follows: When a trump is declared, three honors held between partners equal the value of two tricks, four honors equal value of four tricks, five honors equal value of five tricks, four honors in one hand equal eight tricks, four honors in one hand and fifth in partner's equal nine tricks; five honors in one hand equal ten tricks When no trump is declared three aces held between partners count 30, four aces 40; four aces in one hand count 100.

7. Slam is thirteen tricks scored independently of a revoke or lead out of turn penalty, (see law 77), and adds 40 points to the honor count.

8. Little slam is twelve tricks similarly scored and adds 20 points to the honor score.

9. Chicane (one hand void of trumps) is equal in value to simple honors, i. e. if partner of player having chicane score honors he adds the value of three honors to his score, while if the adversaries score honors it deducts an equal value from theirs. Double chicane deducts value of four tricks from adversaries' score.

10. The value of honors, slam, little slam or chicane is in nowise affected by doubling or redoubling.

11. At the conclusion of a rubber the scores for tricks and honors (including chicane and slam) obtained by each side are added, and one hundred points are added to the score of the winners of the rubber. The difference between the completed scores is the number of points won by the winners of the rubber (and lost by their adversaries).

12. If an erroneous score affecting honors, chicane or slam be proven, such mistake may be corrected at any time before the score of the rubber has been made up and agreed upon.

13. If an erroneous score affecting tricks

be proven, such mistake must be corrected prior to the conclusion of the game in which it has occurred, and such game shall not be considered as concluded until the following deal has been completed and the trump declared, unless it be that the game is the last one of the rubber; then the score is subject to inquiry until an agreement between the sides (as to the value of the rubber) shall have been reached.

CUTTING

14. The ace is the lowest card.

15. In all cases every player must cut from the same pack.

16. Should a player expose more than one card he must cut again.

FORMING TABLES

17. The prior right of playing is with those first in the room. If there are more than four candidates for seats at a table the privilege of playing is decided by cutting. The four who cut the lowest cards pla first.

18. After the table is formed the players cut to decide on partners; the two lowest play against the two highest. The lowest is the dealer, who has choice of cards and seats, and who having once made his selection must abide by it.

19. Should the two players who cut lowest secure cards of equal value they shall recut to determine which of the two shall deal, and the lower on the recut deals.

20 Should three players cut cards of equal value, they cut again; if the fourth card be the highest, the two lowest of the new cut are partners and the lower of the two the dealer; if, however, the fourth card be the lowest, the two highest on the recut are partners and the original lowest the dealer.

21. Six players constitute a full table, and no player shall have a right to cut into a game which is complete.

22. When there are more than six candidates, the right to succeed any player who may retire is acquired by announcing the desire to do so, and such announcement

shall constitute a prior right to the first vacancy.

CUTTING OUT

23. If at the end of a rubber admission be claimed by one or two candidates, the player or players having played a greater number of consecutive rubbers shall withdraw; but when all have played the same number, they must cut to decide upon the outgoers; the highest are out.

RIGHTS OF ENTRY

24. A candidate desiring to enter a table must declare such wish before any player at the table cuts a card, either for the purpose of commencing a fresh rubber or of cutting out.

25. In the formation of new tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry. Those who have already played decide their right of admission by cutting.

26. A player who cuts into one table

while belonging to another, shall forfeit his prior right of re-entry into the latter, unless by doing so he enables three candidates to form a fresh table. In this event he may signify his intention of returning to his original table, and his place at the new one can he filled.

27. Should any player quit the table during the progress of a rubber, he may, with the consent of the other three players, appoint a substitute during his absence; but such appointment shall become void with the conclusion of the rubber, and shall not in anyway affect the substitute's rights.

28. If anyone break up a table, the remaining players have a prior right to play at other tables.

SHUFFLING

29. The pack must neither be shuffled below the table nor so the face of any card be seen.

30. The dealer's partner must collect the cards for the ensuing deal and he has the first right to shuffle the cards. Each player

has the right to shuffle subsequently. The dealer has the right to shuffle last, but should a card or cards be seen during his shuffling; or whilst giving the pack to be cut, he must re-shuffle.

31. Each player, after shuffling, must place the cards properly collected and face downward to the left of the player next to deal.

THE DEAL

32. Each player deals in his turn; the order of dealing goes to the left.

33. The player on the dealer's right cuts the pack, and in dividing it he must not leave fewer than four cards in either packet; if in cutting or in replacing one of the two packets a card be exposed, or if there be any confusion of the cards or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

34. When the player whose duty it is to cut has once separated the pack he can neither re-shuffle nor recut the cards.

35. Should the dealer shuffle the cards,

after the pack is cut, the pack must be cut again.

36. The fifty-two cards shall be dealt face downward. The deal is not completed until the last card has been dealt face downward.

37. THERE IS NO MISDEAL.

A NEW DEAL

38. There must be a new deal —

a. If the cards be not dealt into four packets, one at a time, and in regular rotation, beginning at the dealer's left.

b. If, during a deal, or during the play of a hand, the pack be proven incorrect or imperfect.

c. If any card be faced in the pack.

d. If any player have dealt to him a greater number of cards than thirteen.

e. If the dealer deals two cards at once and then deal a third before correcting the error.

f. If the dealer omit to have the pack cut and the adversaries call attention to the fact prior to the conclusion of the deal and before looking at their cards.

g. Should the last card not come in its regular order to the dealer.

39. There may be a new deal —

a. If the dealer or his partner expose a card. The eldest hand may claim a new deal.

b. If either adversary expose a card. The dealer may claim a new deal.

c. If, before fifty-one cards are dealt, the dealer should look at any card. His adversaries have the right to see it, and the eldest hand may exact a new deal.

d. If, in dealing, one of the last cards be exposed by the dealer or his partner, and the deal is completed before there is reasonable time for the eldest hand to decide as to a new deal. But in all other cases such

penalties must be claimed prior to the conclusion of the deal.

40. The claim for a new deal by reason of a card exposed during the deal may not be made by a player who has looked at any of his cards. If a new deal does not take place, the card exposed during the deal cannot be called.

41. Should three players have their right number of cards, the fourth, not being dummy, have less than thirteen and not discover such deficiency until he has played any of his cards. the deal stands good; should he have played, he is answerable for any revoke he may have made as if the missing card or cards had been in his hand. He may search the other pack for it or them.

42 If, during the play of a deal a pack be proven incorrect or imperfect, such proof renders anly the current deal void, and does not affect any prior score. The dealer must deal again (Law 38b).

43. Any one dealing out of turn or with the adversaries' cards must be corrected

before the play of the first card, otherwise the deal stands good.

44. A player can neither cut, shuffle nor deal for his partner without the permission of his opponents.

DECLARING TRUMPS

45. The trump is declared. No card is turned.

a. The dealer may either make the trump or pass the declaration to his partner.

b. If the declaration be passed to partner, he must declare the trump.

46. Should the dealer's partner make the trump without receiving permission from the dealer, the eldest hand may demand,

1st. That the trump shall stand, or

2d. That there shall be a new deal,

provided, that no declaration as to doubling has been made.

47. Should the dealer's partner pass the declaration to the dealer it shall be the right

of the eldest hand to claim a new deal or to compel the offending player to declare the trump; provided, that no declaration as to doubling has been made.

48. If either of the dealer's adversaries make a declaration, the dealer may, after looking at his hand, either claim a new deal or proceed as if no declaration had been made.

49. A declaration once made cannot be altered.

DOUBLING, RE-DOUBLING

50. The effect of doubling, re-doubling, and so on, is that the value of each trick above six is doubled, quadrupled, and so on.

51. After the trump declaration has been made by the dealer or his partner, their adversaries have the right to double. The eldest hand has the first right. If he does not wish to double, he may ask his partner, "May I lead?" His partner must answer, "Yes" or "I double."

52. If either of their adversaries elect to double, the dealer and his partner have

the right to re-double. The player who has declared the trump shall have the first right. He may say, "I re-double" or "Satisfied." Should he say the latter, his partner may re-double.

53. If the dealer or his partner elect to re-double, their adversaries shall have the right to again double. The original doubler has the first right.

54. If the right-hand adversary of the dealer double before his partner has asked "May I lead?" the declarer of the trump shall have the right to say whether or not the double shall stand. If he decide that the double shall stand, the process of re-doubling may continue as described in paragraphs 52, 53, 55.

55. The process of re-doubling may be continued indefinitely. The first right to continue the re-doubling on behalf of a partnership belonging to that player who has last re-doubled. Should he, however, express himself satisfied, the right to continue the redoubling passes to his partner. Should any player redouble out of turn, the adver-

sary who last doubled shall decide whether or not such double shall stand. If it is decided that the re-double shall stand, the process of re-doubling may continue as described in this and foregoing laws (52 and 53). If any double or re-double out of turn be not accepted there shall be no further doubling in that hand. Any consultation between partners as to doubling or re-doubling will entitle the maker of the trump or the eldest hand, without consultation to a new deal.

56. If the eldest hand lead before the doubling be completed, his partner may re-double only with the consent of the adversary who last doubled; but such lead shall not affect the right of either adversary to double.

57. When the question, "May I lead?" has been answered in the affirmative or when the player who has the last right to continue the doubling, expresses himself satisfied, the play shall begin.

58. Should the eldest hand lead without asking permission of his partner, the maker

of the trump may call a suit or the card originally led.

59. Should the right-hand adversary of the dealer ask permission to lead, the maker of the trump may call a suit from the eldest hand. This does not affect the right of any player to double or re-double. In these last two cases no penalty can be exacted after the dummy hand or any part of it is on the table, since he (Dummy) has accepted the situation.

60. A declaration as to doubling or re-doubling, once made cannot be altered.

DUMMY

61. As soon as the eldest hand has led, the dealer's partner shall place his cards face upward on the table, and the duty of playing the cards from that hand shall devolve upon the dealer, unassisted by his partner.

62. After exposing his cards, the dealer's partner has no part whatever in the game, except that he has the right to ask the dealer if he has none of the suit to which

he may have renounced. He may also ask his partner, who may have been called upon to play his highest or lowest card, if he has conformed to the penalty.

63. If he should call attention to any other incident of the play, in consequence of which any penalty might be exacted, the fact of his so doing precludes the dealer exacting such penalty. Shculd he intimate to the dealer by word or gesture that he is about to lead from the wrong hand, it establishes the offence, and the penalty under law 77 may be enforced. He has the right, however, at any time during the play, to correct the claim of either adversary to a penalty to which the latter is not entitled. He may also call his partner's attention to the fact that the trick has not been completed.

64. If the dealer's partner, by touching a card or otherwise, suggest the play of a card from dummy, either of the adversaries may, but without consultation, call on the dealer to play or not to play the card suggested.

65. Dummy is not liable to the penalty for a revoke; and if he should revoke and the error be not discovered untii rhe trick is turned and quitted, the trick stands good.

66. When the dealer draws a card from his own hand, such card is not considered as played until actually quitted, but should he name or touch a card from the dummy hand, such card is considered as played, unless the dealer in touching the card or cards says, "I arrange," or words to that effect.

CARDS EXPOSED BEFORE PLAY

67. If, after the deal has been completed, and before the trump declaration has been made, either the dealer or his partner ex, pose a card from his hand, the eldest hand may, without consulting with his partner, claim a new deal.

68. If, after the deal has been completed, and before a card is led, any player shall expose a card, his partner shall forfeit any right to double or re-double which he

otherwise would have been entitled to exercise; and in case of a card being so exposed by the leader's partner, the dealer may either call the card or require the leader not to lead the suit of the exposed card.

CARDS EXPOSED DURING PLAY

69. All cards exposed by the dealer's adversaries are liable to be called, and such cards must be left face upward on the table.

70. The following are exposed cards:

1st. Two or more cards played at once.

2d. Any card dropped with its face upwards, or in any way exposed on the table, even though snatched up so quickly that no one can name it.

3d. Every card so held by a player that his partner can see any portion of its face.

71. A card dropped on the floor or elsewhere below the table is not an exposed card.

72. If two or more cards be played at once, by either of the dealer's adversaries, the dealer shall have the right to call which one he pleases to the current trick, and the other card or cards shall remain face upward on the table and may be demanded at any time.

73. If, without waiting for his partner to play, either of the dealer's adversaries should play on the table the best card or lead one which is a winning card, as against the dealer and dummy, or should continue (without waiting for his partner to play) to lead several such cards, the dealer may demand that the partner of the player in fault, win, if he can, the first, or any other of these tricks, and the other cards thus improperly played are exposed cards.

74. If either or both of the dealer's adversaries throw his or their cards on the table face upward, such cards are exposed and are liable to be called; but if either adversary retain his hand he cannot be forced to abandon it. If, however, the dealer should say, "I have the rest," or

any other words indicating that the remaining tricks are his, the adversaries of the dealer are not liable to have any of their cards called should they expose them, believing the dealer's claim to be true, should it subsequently prove false.

75. If a player who has rendered himself liable to have the highest or lowest of a suit called (Laws 91, 92 and 100), fail to play as directed, or if, when called on to lead one suit, lead another, having in his hand one or more cards of the suit demanded (Law 76), or if called upon to win or lose a trick, fail to do so when he can (Laws 73, 82 and 100), he is liable to the penalty for revoke, unless such play be corrected before the trick is turned and quitted.

LEADS OUT OF TURN

76. If either of the dealer's adversaries lead out of turn, the dealer may either call the card erroneously led, or may call a suit when it is next the turn of either adversary to lead.

77. One trick taken from the offending

player and added to those of the adversaries shall be the penalty if the dealer lead out of turn, either from his own hand or dummy This penalty may be exacted for as many leads out of turn as occur during the play of the deal, except at the play of the thirteenth trick. (All other codes impose no penalty.)

78. If any player lead out of turn and the other three follow him, the trick is complete and the error cannot be rectified; but if only the second, or second and third play to the false lead, their cards may be taken back; there is no penalty against any one except the original offender, who, if he be one of the dealer's adversaries, may be penalized as provided in Law 76, or, if he be the dealer, as provided in Law 77.

79. In no case can a player be compelled to play a card which would oblige him to revoke.

80. The call of an exposed card may be repeated at every trick until such card has been played.

81. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR

82. Should the fourth hand (not being dummy or dealer) play before the second has played to the trick, the latter may be called upon to play his highest or lowest card of the suit played, or to win or lose the trick.

83. If any one, not being dummy, omit playing to a former trick and such error be not corrected until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stands good, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

84. If any one (except dummy) play two cards to the same trick and the mistake be not corrected until the hand is played out, he is answerable for any consequent revokes he may have made. If during the play of the hand the error be

detected, the tricks may be counted face downward, in order to ascertain whether there be among them a card too many; should this be the case, the trick which contains a surplus card may be examined and the card restored to its original holder, who (not being dummy) shall be liable for any revoke he may meanwhile have made.

THE REVOKE

85. Should a player (other than dummy) holding one or more cards of the suit led, play a card of a different suit, he revokes. The penalty for a revoke takes precedence of all other counts.

86. Three tricks taken from the revoking player and added to those of the adversaries shall be the penalty for a revoke.

87. The penalty is applicable only to the score of the game in which it occurs.

88. Under no circumstances can the revoking side score game, in that hand. Whatever their previous score may have been, the side revoking cannot attain a

higher score towards game than twenty-eight.

89. A revoke is established if the trick in which it occurs be turned and quitted, *i. e.*, the hand removed from the trick after it has been gathered and placed face downward on the table; or if either the revoking player or his partner, whether in his right turn or otherwise, have led or played to the following trick.

90. A player may ask his partner if he has no card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish a revoke, and the error may be corrected unless the question be answered in the negative or unless the revoking player or his partner, has led or played to the following trick.

91. If a player correct his mistake in time to save a revoke, any player or players who have followed him may withdraw their cards and substitute others, and the cards so withdrawn are not exposed cards.

If the player in fault be one of the dealer's adversaries, the card played in error is an exposed card, and the dealer can call it whenever he pleases; or he may require the offender to play his highest or lowest card of the suit to the the trick in which he has renounced.

92. If the player in fault be the dealer, the eldest hand may require him to play the highest or lowest card of the suit in which he has renounced, provided both adversaries of the dealer have played to the current trick; but this penalty cannot be exacted against the dealer when he is fourth in hand, nor can it be enforced at all from dummy.

93. At the end of a hand the claimants of a revoke may search all the tricks. If the cards have been mixed the claim may be urged and proved if possible; but no proof is necessary, and the revoke is established if, after it has been claimed, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries.

94. A revoke must be claimed before the cards have been cut for the following deal.

95. Should the players on both sides subject themselves to the revoke penalty neither can win the game by that hand.

96. The revoke penalty may be claimed for as many revokes as occur during a hand; but the accumulated penalty shall in no event exceed thirteen tricks. (See Law 7.)

GENERAL RULES

97. There should not be any consultation between partners as to the enforcement of penalties. If they do so consult, the penalty is paid.

98. Once a trick is complete, turned and quitted it must not be looked at (except under Law 84), until the end of the hand.

99. Any player during the play of a trick or after the four cards are played and before they are touched for the purpose of gathering them together, may demand that

the cards be placed before their respective players.

100. If either of the dealer's adversaries, prior to his partner's playing, should call attention to the trick, either by saying it is his, or, without being requested so to do, by naming his card or drawing it towards him, the dealer may require that opponent's partner to play his highest or lowest card of the suit led, or to win or lose the trick.

101. Should either of the dealer's adversaries, during the play of a hand, make any unauthorized reference to any incident of the play, or should he call his partner's attention to the fact that he is about to play or lead out of turn, the dealer may call a suit from the adversary whose turn it is next to lead.

102. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries; but if a wrong penalty be demanded none can be enforced.

103. Should the partner of the player

solely entitled to exact a penalty, suggest or demand the enforcement of it, such action shall be deemed a consultation and no penalty can be enforced.

NEW CARDS

104. Unless a pack be imperfect, no player shall have the right to call for one new pack. If fresh cards are demanded, two packs must be furnished and paid for by the player who has demanded them. If they are furnished during a rubber, the adversaries shall have their choice of the new cards. If it is the beginning of a new rubber, the dealer, whether he or one of his adversaries be the party calling for the new cards, shall have the choice. New cards must be called for before the pack be cut for a new deal.

105. A card or cards torn or marked must be replaced by agreement or new cards furnished.

BYSTANDERS

106. While a bystander, by agreement among the players, may decide any ques-

tion, yet he must on no account say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty, he is liable to be called on by the players to pay the stakes on that rubber.

ETIQUETTE OF BRIDGE

There is perhaps no game in which slight intimations can convey so much information as at Bridge. There is no way of punishing the infractors of the following rules, save by refusing to play with them. A code is compiled for the purpose of succinctly stating laws and for the further purpose of meting out proportionate punishment to the offenders. To offend against one of the rules of etiquette is far more serious than to offend against any law in the code; for, while in the latter case the offender is sure of punishment, in the former the offended parties have no redress other than refusal to continue to play with the offender.

RULE 1. Declarations should be made in a simple manner, thus: "Hearts," "No trump," or when passing the option, "Make it, partner."

2. There should be no undue hesitancy in passing to partner, as such hesitation might influence the make.

3. As the score should always be left on the table, it is presumed that every player knows its state; therefore, after the cards are dealt, the dealer in passing the declaration should not say anything to his partner concerning the state of the game. Nor should either of the dealer's adversaries say anything regarding the score.

4. A player who has the right to double, if he intend passing the option to his partner, should not indicate any doubt or perplexity in regard to exercising such right.

5. No player should give any indication by word or gesture as to the nature of his hand, or as to his pleasure or displeasure at a certain play.

6. If a player demand that the cards be placed, he should do so for his own information, and not in order to call his partner's attention to any card or play.

7. No player, other than the dealer,

should lead until the preceding trick is turned and quitted, nor after having led a winning card, should he draw another from his hand before his partner has played to the current trick

8. No player should play a card with such emphasis as to draw particular attention to it.

9. No player should purposely incur a penalty because he is willing to pay it, nor should he make a second revoke to conceal a first one.

10. Players should avoid discussion and refrain from talking during the play, as it may be annoying to players at the table or perhaps to those at other tables in the room.

11. A player having been cut out of one table should not seek admission into another table unless willing to cut for the privilege of entry ; this of course does not apply to a person who has come from a table which has been broken up.

12. The dealer's partner should not look over either adversary's hand nor leave

his seat for the purpose of watching his partner's play. Neither should he call attention to the score nor to any card or cards that he or the other players hold.

13. While there is nothing in the code to prevent doubling *ad infinitum*, such a practice may be attended with undesirable results; such as carrying the cost of the game far beyond its original design. Therefore; it is suggested that 100 points be the limit for any one trick.